

TITAN
MINE
SHAFT

DIGGER

DIGGER BONK



"DIGGERBONK"

by Steve Robinson



OVERVIEW.

"DIGGERBONK" is a fast-moving single-player game that everyone will enjoy. Your goal as an Alien who has landed on Titan, moon of Saturn, is to clear out the dangerous Titan Mineshaft and collect the valuable Titan Ore, so scarce on your home planet. The mechanical Digger will venture into the mine for you as you control his maneuvers from your console displaying the mineshaft's dangerous tunnels.

You score as Digger "bonks" creatures found throughout the mineshaft, thus obtaining their valuable ore, but he must avoid exploding bombs, THE FOG, and, of course, the nasty PURPLE GURPLES, YELLOW BLINKERS and the dreaded AQUA-CHASERS. This job requires the best of your Alien judgment, skill, foresight and strategy.

ATARI REQUIREMENTS

16K RAM
One ATARI Joystick

HOW TO LOAD

Tape....

Remove any program cartridge. Place the tape in your recorder, label side up. Make sure the tape is rewound, and reset the counter to zero. Hold the START key down and turn the computer ON. When you hear a beep, release the START key and press RETURN. If the program won't start to load, try positioning the tape forward or backwards a little.

Disk....

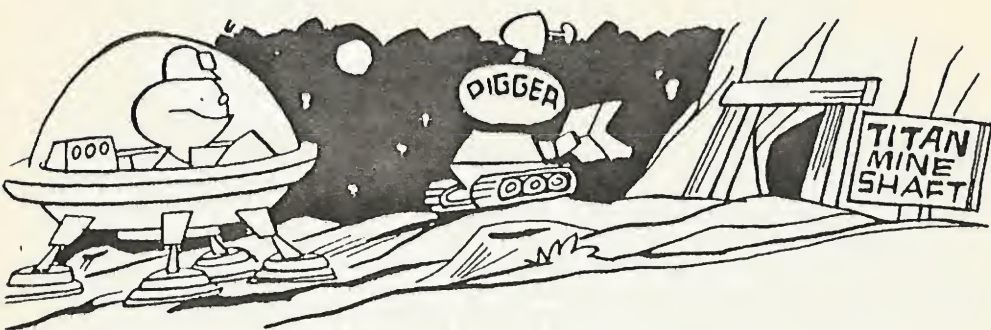
To load and run the disk, first turn on your disk drive. When the busy light goes out, place the disk in the drive. Remove any program cartridge and turn on the computer. The program will load and run by itself.

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STEVE ROBINSON



Manual (c) 1983
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Soquel, CA 95073

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YOUR FIRST VIEW OF THE MINE

After the program has loaded properly, you'll see the title "DIGGERBONK" at the top of your console followed by a copyright notice. The mineshaft's endless maze will take up the rest of the screen. It will be scrolling downward with ORANGE WHIRLERS, PULSING GREENIES and other assorted creatures good and bad moving with it. You'll soon notice a ticking sound. Adjust the volume so that the ticking sound is not too loud.

SELECTING DIFFICULTY

DIGGERBONK has nine levels of difficulty. Level 1 is the easiest, and level 9 is the hardest. With some practice, you will probably find that reaching 30,000 points is fairly easy on level 1, but very difficult on level 9.

Before you enter the mine, look in the upper right-hand corner of the screen and you'll see the difficulty level changing from 1 to 9. To select the level of difficulty, just press the trigger button when the number equals the difficulty level you desire. During play, you may change the difficulty level by holding the SELECT key down.

ENTERING THE MINE

There are two ways to begin play. You may press the START key on the console, or you may press the red button on the joystick. A new configuration of tunnels will appear containing your Digger, the little blue treads on the screen. Your joystick controls the Digger's maneuvers.

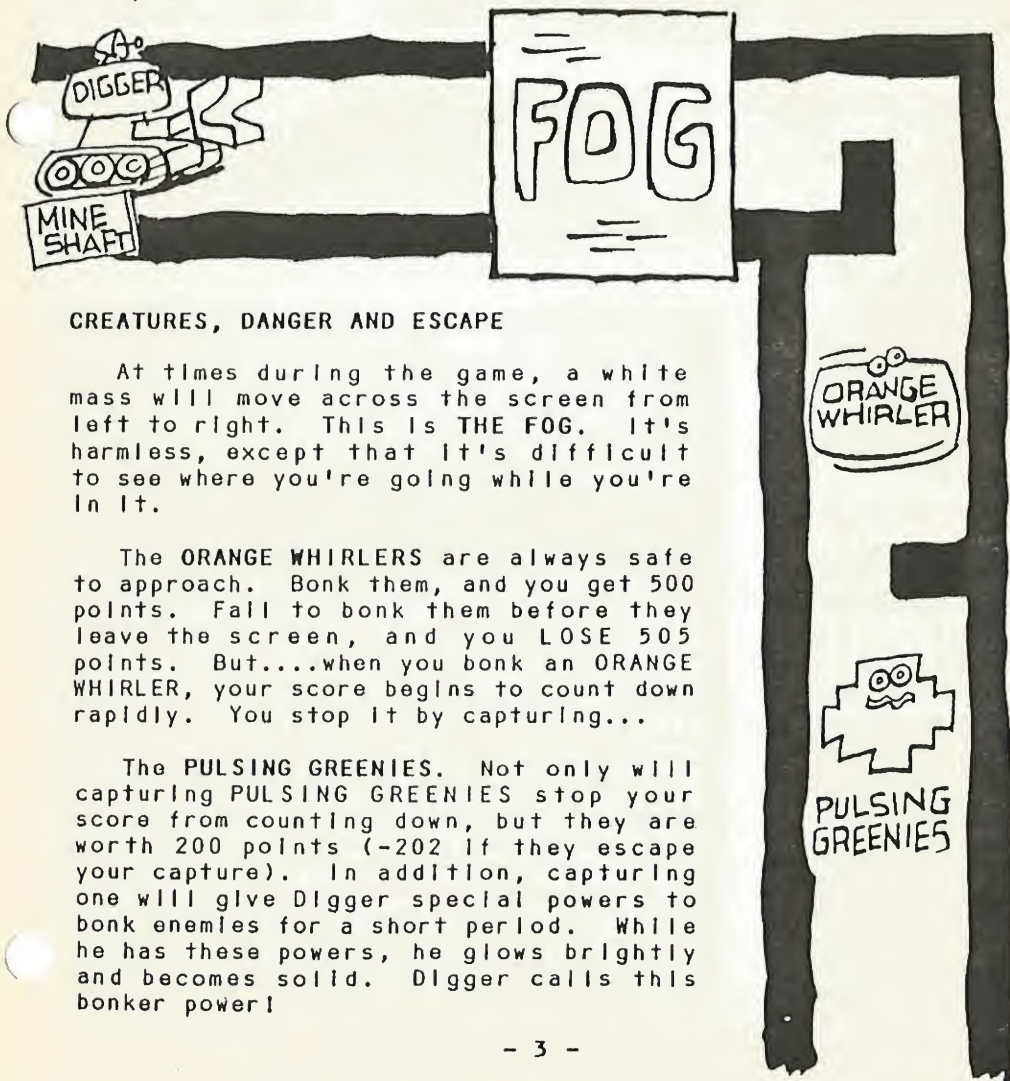
After you begin play, the score will appear in the upper center of the screen. The difficulty level will be displayed in the upper right-hand corner.

HOW TO PLAY "DIGGERBONK"

The object of the game is to score as many points as possible indicating profits before Digger's inevitable demise. Points are scored by bonking as many AQUA CHASERS, YELLOW BLINKERS and other creatures as you can. Bonk away!

You can play to better your own best score, or you can play against another alien by taking turns. The highest score will be displayed in the upper-left hand portion of the screen. The high score is updated only after the end of each game.

The game ends when Digger is trapped with no escape, struck by bomb fragments, or struck by an enemy when he is not protected with bonker power.



CREATURES, DANGER AND ESCAPE

At times during the game, a white mass will move across the screen from left to right. This is THE FOG. It's harmless, except that it's difficult to see where you're going while you're in it.

The ORANGE WHIRLERS are always safe to approach. Bonk them, and you get 500 points. Fail to bonk them before they leave the screen, and you LOSE 505 points. But....when you bonk an ORANGE WHIRLER, your score begins to count down rapidly. You stop it by capturing...

The PULSING GREENIES. Not only will capturing PULSING GREENIES stop your score from counting down, but they are worth 200 points (-202 if they escape your capture). In addition, capturing one will give Digger special powers to bonk enemies for a short period. While he has these powers, he glows brightly and becomes solid. Digger calls this bonker power!

White and orange TWINKLERS are worth 100 points. If you capture them. You lose 101 points if you let them fall from view. For each TWINKLER you capture, you can knock your way through one wall. This could save Digger's life, if he's trapped, for example. You can save up TWINKLERS (up to 255 of them), but you must keep track of how many you have left - don't get caught short! When you have the capability to break through walls, the walls show up in sections, indicating where they can be broken. When you have no more TWINKLERS left to use, the walls become solid again.



TWINKLER



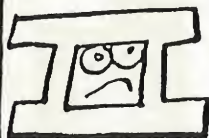
DIGGER



The
BOMB

Avoid the BOMB! One thing is sure - It WILL explode! Don't get hit by the fragments. The BOMB can also be helpful at times since it may blast a short-cut or even save you from being trapped in a dead-end.

The PURPLE
GURPLE



The PURPLE GURPLE is one of three enemies you will encounter. Stay away unless you have been empowered by a PULSING GREENIE to bonk the enemies. It's worth 1000 points but you're not penalized for falling to bonk any enemy. It is quite easy to pass the PURPLE GURPLE in a vertical tunnel because he usually takes one side and you can take the other. However, you can't pass him in a horizontal tunnel. The PURPLE GURPLE changes direction whenever he hits something (You can hide in nooks to avoid him). He will not pass by an ORANGE WHIRLER, PULSING GREENIE, or TWINKLER, or go through a wall.

The **YELLOW BLINKER** is another creature to watch out for. Like the **PURPLE GURPLE**, he is worth 1000 points if Digger bonks him while he's a solid color and has bonker power, but Digger's...well, gone if the **YELLOW BLINKER** hits him when he's not protected. It is possible to pass him in a vertical tunnel if you're very careful. However, he changes direction frequently, often when you can't see him (He hides). He won't go through walls, **ORANGE WHIRLERS**, **PULSING GREENIES**, or **TWINKLERS**.



**YELLOW
BLINKER**

The **AQUA CHASER** sounds an ominous beat. Consider this fair warning for he is very dangerous. He will chase you at times, so stay away unless you have bonker power. He is worth 1500 points dead. You are worth nothing if he gets you. He can pass through **ORANGE WHIRLERS**, **PULSING GREENIES**, and **TWINKLERS** to get you. I hope that you have a **TWINKLER** saved up for when he catches Digger in a dead-end. Or, you can press



**AQUA
CHASER**

The **PANIC BUTTON**. The red button on the joystick controller is actually a panic button. You can use it in desperate situations, but only once for each **AQUA CHASER** you bonk. It'll cost you 2500 points and you must have a positive score to use it.

To use the **PANIC BUTTON**, first press and hold the button, then knock out the wall of your choice by crashing into it. You are allowed one free use of the panic button at the beginning of the game (but your score must be positive to use it).

**PANIC
BUTTON**

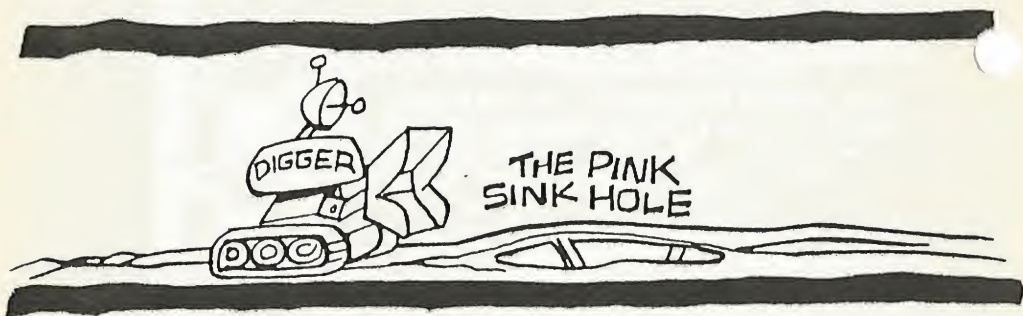


OTHER HINTS.

You will hear a "thud" when Digger hits a WALL. For each thud, you lose one point unless you have a TWINKLER saved up.

The WRAPAROUND FEATURE allows you to knock your way through a wall on one side of the mineshaft and come back in on the other side. You must be able to break into the other side, however, by having a TWINKLER saved up, or being able to use the panic button to break back in on the other side. While you are outside the mine, you cannot move vertically.

If Digger comes close to the bottom of the mine, a pink sink-hole will appear beneath him and an audible warning will sound. If he touches the pink sink-hole, he'll get sucked in, and the game is over.



FREEZING/RESTARTING/REPLAYING

Any time during play, you may press the SPACE BAR to suspend the game to devise your next plan of attack. While the game is in a frozen state, the background will be dark blue. To continue play, press the SPACE BAR again.

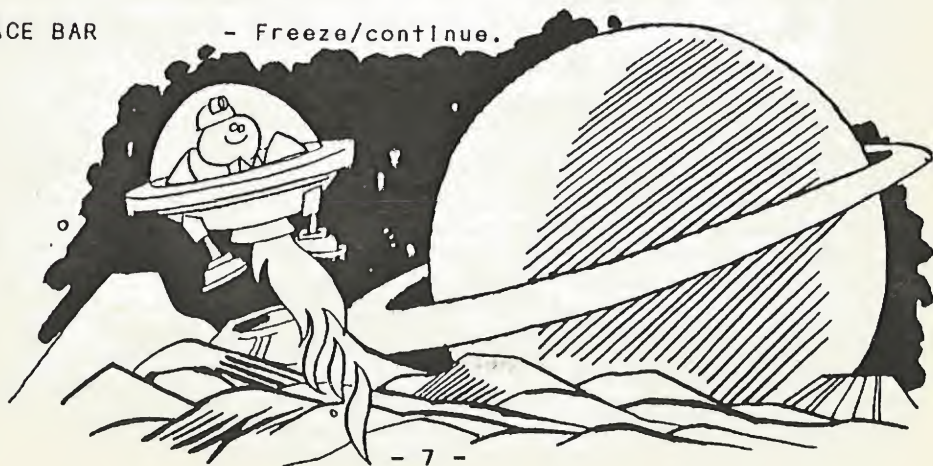
You may also restart the game at any time by pressing START. You may replay the game after Digger is bonked by pressing START or by pressing the red button on the joystick controller.

Pressing OPTION at any time will return you to the title page to select a new difficulty level and enter the mine again. During the game press and hold SELECT to change the difficulty level.

After being bonked, if no keys are pressed for one minute, the game will automatically return to the original screen and the highest payload score will be kept. When you begin a new game, the high score will again be displayed.

DIGGERBONK QUICK REFERENCE

- THE FOG - Harmless.
- ORANGE WHIRLERS - 500 points. Causes your score to decrement.
- PULSING GREENIES - 200 points. Stops your score from decrementing and gives Digger bonker power to bonk his enemies.
- TWINKLERS - 100 points. Each one accumulated allows you to knock out one section of wall.
- BOMB - Don't get hit by it.
- PURPLE GURPLE - Enemy. Worth 1000 points if he doesn't get you first.
- YELLOW BLINKER - Another enemy. Also worth 1000 points.
- AQUA CHASER - The most dreaded enemy. You get 1500 points for bonking him. Each AQUA CHASER you get allows you to use the PANIC BUTTON once.
- PANIC BUTTON - Can be used to knock out a wall in an emergency, but only if you have bonked an AQUA CHASER. Costs you 2500 points each time you use it.
- SELECT KEY - Change the difficulty level during game play.
- SPACE BAR - Freeze/continue.



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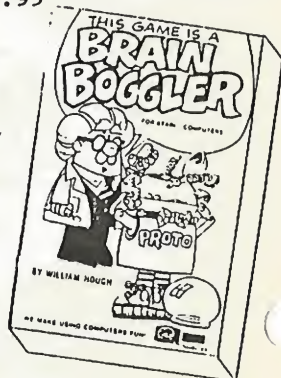
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